This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims (deleted text being struck through and added text being underlined):

1. (Currently Amended) An audio player comprising:
an ear module formed to be entirely supported by an ear, the ear module comprising:
a speaker;
a memory for storing digitized audio; and
a player coupled to the speaker, battery and memory that provides audio signals to the speaker based on the digitized audio.

2. (Currently Amended) The audio player of claim 1 wherein the ear module comprises a device selected from the group consisting of an in the canal device, a completely in the canal device, and an in the ear device~~, and a behind the ear device~~.

3. (Original) The audio player of claim 1 wherein the ear module comprises an ear bud having an ear clip.

4. (Currently Amended) An audio player system comprising:
an ear module formed to be entirely supported by an ear; and
a hub supported by the ear module that provides audio signals to the ear module based on stored digitized audio signals.

5. (Original) The audio player of claim 4 wherein the ear module comprises a speaker, and wherein the hub comprises a controller that converts the stored digitized audio signals to signals useable by the speaker.

6. (Original) The audio player of claim 4 wherein the stored digitized audio signals comprise signals in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

7. (Original) The audio player of claim 4, wherein the hub comprises connectors for supporting and communicating with peripheral devices.

8. (Original) The audio player of claim 7 and further comprising a peripheral device coupled to the hub.

9. (Currently Amended) An audio player system comprising:

an ear module formed to be entirely supported by an ear;

a hub supported by the ear module that provides audio signals to the ear module based on stored digitized audio signals;

a peripheral device supported by the hub.

10. (Original) The audio player of claim 9 wherein the peripheral device is electrically coupled to the hub and is selected from the group consisting of a solar collector, battery, memory. RF receiver, RF transmitter, RF transceiver, data connector, memory carrier, ROM music release, display device, and control device.

11. (Original) The audio player of claim 9 wherein the hub comprises a player capable of playing signals in a format selected

from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information Tile), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

12. (Original) The audio player of claim 9 wherein the peripheral device is formed to appear as jewelry.

13. (Original) The audio player of claim 12 wherein a musical band records music on peripheral devices formed to appear as a line of jewelry.

14. (Currently Amended) A peripheral device for an ear supported digitized audio player, the peripheral device comprising:

a connector adapted to connect to the audio player <u>in a suspended relationship from the audio player</u>; and

a memory coupled to the connector that stores digitized audio, <u>the memory being suspended from the connector to suspend the memory from the audio player</u>.

15. (Original) The peripheral device of claim 14 wherein the digitized audio is stored in *a* format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

16. (Currently Amended) A peripheral device for an ear supported digitized audio player, the peripheral device comprising:

a connector adapted to connect to the audio player <u>in a suspended relationship from the audio player;</u>

a memory coupled to the connector that stores digitized audio, <u>the memory being suspended from the connector to suspend the memory from the audio player;</u> and

a decorative enclosure for the memory.

17. (Original) The peripheral device of claim 16 wherein the digitized audio is stored in a format selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), AIF (Auxiliary Information File), ASX (Active Streaming XML), ASF (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SND (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

18. (Original) A method of packaging music comprising:

obtaining music in a digital format;

storing such digital format signals on a memory device ~~adapted to be supported by an ear supported digitized audio player~~; ~~and~~

encapsulating the memory device in a decorative enclosure; and

suspending the memory device from a digitized audio player entirely supported by an ear of a user of the player.

19. (Original) The method of packaging music of claim 18 wherein decorative enclosures for a selected recording group are similar.

20. (Cancelled)

21. (Original) The method of claim 18 wherein the digital format is selected from the group consisting of MP3 (Moving Picture Experts Group Layer-3 Audio), RA (RealAudio), WMA (Windows Media Audio), ASF (Active Streaming Format), AU (Audio file), AUD (Audio file), A1F (Auxiliary Information File), ASX (Active Streaming XML), ASF 20 (Active Streaming Format (Microsoft)), MIDI (Musical Instrument Digital Interface), RMI (Real Music Interface), SMD (Sound file) WAV (Windows Audio Volume) WAX (Windows Audio Executable), or WM (Windows Media) signals.

22. (New) The audio player of claim 1 wherein the ear module is free of any other structure providing support on the body of a user when supported on the ear.

23. (New) The audio player of claim 1 wherein a portion of the ear module is inserted into the ear when supported on the ear.

24. (New) The audio player of claim 1 wherein the ear module fits substantially entirely within the ear of the user when supported on the ear.